

Mattius

CHARACTER NAME

Bard 1
CLASS & LEVEL

Rock Gnome
RACE

Traveling Performer
BACKGROUND

Chaotic Good
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

4

18

DEXTERITY

1

12

CONSTITUTION

0

10

INTELLIGENCE

0

10

WISDOM

1

13

CHARISMA

0

11

INSPIRATION

2

PROFICIENCY BONUS

- ☐ 4 Strength
- ☒ 3 Dexterity
- ☐ 0 Constitution
- ☐ 0 Intelligence
- ☐ 1 Wisdom
- ☒ 2 Charisma

SAVING THROWS

- ☐ 1 Acrobatics (Dex)
- ☐ 1 Animal Handling (...)
- ☐ 0 Arcana (Int)
- ☐ 4 Athletics (Str)
- ☐ 0 Deception (Cha)
- ☐ 0 History (Int)
- ☐ 1 Insight (Wis)
- ☐ 0 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ 1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☐ 1 Perception (Wis)
- ☒ 2 Performance (Cha)
- ☐ 0 Persuasion (Cha)
- ☒ 2 Religion (Int)
- ☐ 1 Sleight of Hand (Dex)
- ☐ 1 Stealth (Dex)
- ☐ 1 Survival (Wis)

SKILLS

12

ARMOR CLASS

1

INITIATIVE

25

SPEED

Hit Point Maximum 4

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK

DAMAGE/TYPE

Dagger

+6

1d4+4 Piercing

Vicious Mocke...

DC10

1d4 Psychic

Healing Word

1d4 Healing

Rapier

+6

1d8+4 Piercing

ATTACKS & SPELLCASTING

CP

SP

EP

0

GP

PP

2 costume

1 Rapier

5 Candle

5 Rations

1 Bagpipes

1 Dagger

1 Backpack

EQUIPMENT

empathetic

compassionate

PERSONALITY TRAITS

aspiration

IDEALS

trusty bagpipes

BONDS

fears returning to his homeland

FLAWS

Artificer's Lore

Darkvision

Bardic Inspiration

Tinker

Gnome Cunning

Ritual Casting

First Exile of The Rock Gnomes

FEATURES & TRAITS

TOOL: Bagpipes, Drum, Flute, Tinker's Tools

LANGUAGE: Common, Gnomish

ARMOR: Light Armor

WEAPON: Hand Crossbow, Longsword, Rapier,

Shortsword, Simple weapons


OTHER PROFICIENCIES & LANGUAGES

11

PASSIVE WISDOM (PERCEPTION)

[illegible]

Total: 0 0 BARDIC INSPIRATION	Total: _____
Total: _____	Total: _____
Total: _____	Total: _____



CHARISMA

10

2

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Vicious Mockery

Mending

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

2

☐ Hideous Laughter

☐ Charm Person

☐ Healing Word

☐ Speak with Animals

2

0

3

0

4

0

5

0

6

0

7

0

8

0

9

0

FEATURES & TRAITS

Artificer's Lore

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Darkvision

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Tinker

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy: This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a Candle, torch, or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

First Exile of The Rock Gnomes

A rock gnome from a long lineage of some of the mining guilds best and brightest members. He left his heritage and homeland behind in pursuit of music and performing.

SPELLS

Vicious Mockery

enchantment cantrip

Casting Time: 1 action

Range: 60 feet

Target: A creature you can see and that can hear you within range

Components: V

Duration: Instantaneous

Description:

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Mending

transmutation cantrip

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you touch

Components: V S M

Duration: Instantaneous

Description:

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.
This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Hideous Laughter

enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A creature of your choice that you can see within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.
At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

Charm Person

enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V S

Duration: 1 hour

Description:

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Healing Word

evocation 1

Casting Time: 1 bonus action

Range: 60 feet

Target: A creature of your choice that you can see within range

Components: V

Duration: Instantaneous

Description:

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

Speak with Animals

divination 1

Casting Time: 1 action

Range: Self

Target: Self

Components: V S

Duration: 10 minutes

Description:

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.